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※ The content of this manual is consistent with the game as of its release date. Content may be changed or added via update.
※ The images shown in this manual are from the game while it is in development and may differ from the release version.

Controls

Controls while on the action screen

Names of PlayStation®Vita buttons and basic controls

L button

Display slots

+ directional pad /
○ button / × button /
△ button / □ button

Use Skill

Left stick

Character movement

Screen (Touch Screen)

* Tap controls

R button

+ left stick
Dash

△ button

Strong attack

○ button

Confirm / Resurrect ally
(during multiplayer)

× button

Jump

□ button

Light attack

START button

Display menu



* Tap controls are used when playing "Scratch Game" in the Item Shop.

✦ Starting the Game (I) ✦

Press the **START button** or the **○ button** to proceed to the Main Menu screen.
Select the mode you want to play with the **directional pad**, then press the **○ button** to confirm your selection.

STORY MODE This is the game's primary mode, where you progress through the story as you complete Missions.

〈From the beginning〉 Create a new hero, and start playing the game from the beginning of the story.

〈Continue〉 Resume playing the game continuing where you left off in the story.

OPTION

Adjust the volume of the background music, sound effects, and voices.

DATA SAVING

This game saves data when you complete a mission, and when you are at the Hideout or Home.

Please do not turn off the power while a save is in progress.

※ A memory card with at least 4096 KB of free space is required to save.



✦ Starting the Game (II) ✦

HERO SELECTION

Select from 4 different types of heroes.

※ For a detailed description of each character, please refer to the game screen.

COLOR SELECTION

Choose your hero's color scheme.

NAME ENTRY

Enter the name that will display when playing with multiple people.



Game Screen

Player Gauge The player's character icon, name, health, and stamina are displayed here.



Dungeon Map

The current dungeon the player is in. Displays allies, items, and the location of enemies.



Shortcut Icons

Press the button for the associated item to easily display it.



Mission Objective

Displays your mission objective(s).



Slots

Displays the items and skills you have set to slots.



Game Screen

Messages

Displays the message from the person communicating with you.

Message Icon

Displays the icon for the person communicating with you.



Character dialog

Displays the character's name, icon, and dialog text.

Missions

Acquire Missions at the "Mission Board (Bulletin Board)" located in the center of the Hideout.

STORY MISSIONS

Play the game's Story Missions to experience the story and its world.

FREE MISSIONS

Play a variety of missions with different objectives.

New missions are added by completing Story Missions and Free Missions.

MISSION SCREEN

The Mission Board interface is shown with the following elements and callouts:

- Mission Board**: The main title of the screen.
- 1/19**: The current mission number.
- Normal**: The difficulty level.
- Defeat the Green Jelly-looking Creatures**: The mission name.
- Difficulty ★**: The difficulty level indicator.
- [Recommended Level] [2+]**: The recommended level for the mission.
- Mission Description**: A text box containing the mission details:

Hey, thanks for coming. I hate to ask for favors, but do you think you could take care of something for me?

There are these green jellies, and they've been amassing numbers lately. Too many of them could cause issues for me, so
- Objectives**: A text box containing the mission objectives:

-Destroy Green Jelly x 20.
- Reward**: A text box containing the mission rewards:

Organic Mineral x 3
Crunchy Jelly x 3
150 Rock
- Completion Reward**: The reward for completing the mission.
- Mission Objective**: The objective of the mission.
- Mission Number**: The number of the mission.
- Mission Name**: The name of the mission.

At the bottom of the screen, there is a button labeled "Please select a mission." and two buttons labeled "Continue" and "Cancel".



Menu

Press the **START button** while playing to open the menu.
You can do various things on the menu, such as use items and set slots.
What is displayed on the menu differs depending on where you open it.

STORY MISSIONS

The following menu items are displayed when the menu is opened while at the Hideout or in a Dungeon.

〈 **Items** 〉 View the items you have and set them to slots.

〈 **Status** 〉 View your character's status information.

〈 **Skill Tree** 〉 View skills and set them to slots.

〈 **Area Map** 〉 Expands the map in the top right. (Dungeons)

〈 **Missions** 〉 View your current mission, and cancel
the mission if you choose.

〈 **Save** 〉 Save progress up to current point. (Hideout)





Menu



HOME

The following menu items are listed when the menu that opens with "Home" is displayed.

< Store Item >

Put items away in storage.

< Retrieve Item >

Take items out of the storage unit.

< Equip Weapons >

Change equipped weapons.

< Learn Skills >

Learn and apply new skills.

< Change Stats >

Raise stats.

< Change Color >

Change the characters' colors.

< Receive Gifts >

Receive gifts using the "near" system.



※ If you have the "Reseter," you can redistribute points in "Learn Skills" and "Change Stats."

Skills

By leveling up, you earn points that can be used to learn skills.
You can learn skills by choosing "Learn Skills" from the "Home" menu.

LEARNING SKILLS

When you have unused points, select the skill you want to learn and press the **□ button** to assign points and learn it. Skills have levels, and you can strengthen a skill by assigning points to one you've already learned. Additionally, you can learn a new skill by assigning a certain number of points to the same skill tree.

SKILL SETTING

To set a skill to a slot, the skill must be (1) **already learned**, and (2) **an attack skill (or active skill)**. Select the skill you want to set by pressing the **○ button**, then freely assign it to a slot. Press the **△ button** to remove a skill from a slot.

SKILLS SCREEN



◆ Status ◆

Besides the character's name and current equipment, the Status screen displays information such as level and total play time. Raising a characters stats can be done by selecting "Change Stats" from the "Home" menu.

RAISING STATS

By raising your character's level, you earn points that can be distributed to their stats. Those points can be freely distributed to strengthen that character.

〈 Distributing points 〉 Points can be distributed in increments of 1. You can view how each point affects the characters status on the spot.



Shop

At the Hideout, there is an Item Shop and a Weapon Shop that will help you in your overall strategy.

ITEM SHOP

The item shop offers consumable items such as projectile and trap items, and items that recover HP and stamina.

〈 **Buy** 〉 Purchase items. 〈 **Scratch** 〉 Play the "Scratchers" game in which you scratch a card to win a prize.

〈 **Sell** 〉 Sell items you possess.

WEAPON SHOP

Using materials acquired during missions, you can enhance and upgrade your weapons. You can also dismantle weapons you don't need and turn them into materials.

〈 **Enhancing Weapons** 〉 Increase weapons' attack power or give it special properties.

〈 **Upgrading Weapons** 〉 Turn a weapon into a stronger one by upgrading it.

〈 **Dismantling Weapons** 〉 Dismantle a weapon and turn it into materials.



Multiplayer

Fantasy Hero supports adhoc mode, allowing players to cooperate with each other on missions.

Community Reception

CREATE A ROOM

Create a room by talking to the "Community Receptionist" at the Hideout.

〈 Accept any/all heroes 〉 Set the room up to accept any and all heroes.

〈 Accept privately 〉 Limit who can join by setting a password.

SEARCH FOR ROOMS

Join a room that another player has created.

On the search screen, the host's player name and the number of people allowed is displayed.



✦ Multiplayer ✦

Multiplayer Characteristics


NUMBER OF PLAYERS

A maximum of 4 players can be in a Hideout and participate in the same mission.

REWARDS

All players who participated in a mission will receive the same rewards for that mission.

RESURRECTING ALLIES

During multiplayer, if an ally's HP falls to 0 and you press  **button** near them, you will crouch down, and after a period of time the fallen ally will be resurrected. While being resurrected, once that ally's resurrection gauge is full, they will recover. If the resurrection is cut short before it finishes, the resurrection gauge will gradually drain.

✦ Using "near" ✦

Fantasy Hero supports the "collection function" of "near."
With "near," players can give out gifts, as well as receive them.

SENDING GIFTS

〈 **Service Report** 〉 To send a gift, select "Service Report," and the gift will be sent as a "Scratch ticket."

※However, you can only receive a sending bonus once per day.

RECEIVING GIFTS

You can receive gifts that other players send by activating "near." Gifts received with "near" can be selected by choosing "Receive Gifts" on the Home menu.

Regarding the conditions for using "near"'s collection function, please refer to the user's guide either from the near LiveArea™, or via the internet.

You cannot send gifts unless you are signed into PSN.



Character Descriptions

Heroes Who Will Save the World



Voice: Yoshitsugu Matsuoka

Acress Breathbeat

A young man brimming with a sense of justice, but who often lets his guard down and gets cocky.



Voice: Shintaro Ogawa

Haul Keeling

Saved by Gram and Shout while on his travels. He has been traveling with them since.



Voice: Souta Arai

Mask the Shout

A former martial arts champion who excels in hand-to-hand combat. He is cool-headed, despite his outward appearance.



Voice: Naomi Ōzora

Ashta Little Husky

A young girl who seldom shows her emotions, and has a unique sense about her.

✦ Contact Information ✦



Arc System Works Customer Service Office

[PHONE] 045-470-1552 [FAX] 045-470-1551

(PHONE HOURS) 10:00AM-12:30PM / 2:00PM - 5:00PM

[Weekdays; Not available Sat/Sun/holidays and company-specified days]

[WEB] <http://arcsystemworks.jp/support>

* We are not able to respond to questions regarding how to beat the game.

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